

Abstract

A gaming apparatus includes a wager receipt mechanism and a player interface each having a display device, a payout device, and a processor. A processor is coupled with the wager receipt mechanism, the player interface, the payout device and operating under stored program control. A stored program control is operable for displaying an array of first indicia respectively masking second indicia on the display. A first indicia is player-selectable for revealing the associated second indicia in an attempt to reveal at least one matching group of second indicia. A stored program control is operable to select a pay value, from a plurality of possible pay values, and associate the selected pay value with at least one of the second indicia from the at least one matching group of second indicia.

10253443.1